Please amend Claims 1, 4-7, 9, 11, 14-17, 19, 21, and 22 as follows.

1. (Currently Amended) An image processing apparatus for displaying a scene including a plurality of objects, comprising:

receiving means for receiving scene data comprised of a plurality of data streams;

(A) identifying means for identifying ~~an object~~ a data stream having copyright-protected information from the received scene data ~~among objects constructing the scene on the basis of data describing the scene~~;

(B) construction means for constructing the scene from the plurality of objects and the plurality of data streams on the basis of an identification result of said identifying means ~~so~~ such that the constructed scene does not include the ~~object~~ data stream identified by said identifying means and an object related to the identified data stream until a predetermined authenticating process is ~~finished~~ completed; and

(C) display control means for displaying the constructed scene constructed by said construction means on a display screen.

2. (Previously Presented) An apparatus according to claim 1, further comprising reproduction inhibiting means for inhibiting a reproduction of video/audio in the case where the object which is not included in the constructed scene constructed by said construction means is accompanied with video/audio data.

3. (Previously Presented) An apparatus according to claim 2, further comprising synchronizing means for, in the case where the object which is not included in the constructed scene constructed by said construction means is accompanied with the video/audio data, synchronizing the display of the object with the reproduction of said video/audio when the object becomes included in the constructed scene constructed by said construction means.

4. (Currently Amended) An image processing apparatus for displaying a scene including a plurality of objects, comprising:

receiving means for receiving scene data comprised of a plurality of data streams;

~~(A)~~ identifying means for identifying ~~an object~~ a data stream having copyright-protected information from the received scene data ~~among the plurality of objects constructing the scene on the basis of data describing the scene;~~ and

~~(B)~~ classifying means for classifying ~~the~~ an object including the data stream identified by said identifying means in a first group and classifying the other objects in a second group;

~~(C)~~ construction means for constructing the scene from the plurality of objects on the basis of the groups classified by said classifying means ~~so~~ such that the constructed scene does not include the ~~object~~ data stream having copyright-protected information that has not been authenticated; and

~~(D)~~ display control means for displaying the constructed scene constructed by said construction means on a display screen.

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5. (Currently Amended) An apparatus according to claim 4, wherein said classifying means further classifies the object including the data stream identified by said identifying means and video/audio data associated with the object in the first group and classifies the other objects and video/audio data associated with the other objects in the second group.

6. (Currently Amended) An image processing apparatus comprising:

(A) receiving means for receiving scene data including data describing a 3-dimensional scene, media data associated with said scene data, and copyright-protected data;

(B) separating means for separating the scene data describing the 3-dimensional scene, the media data and the copyright-protected data from all of the data received by said receiving means;

(C) access control means for controlling accesses to the scene data describing the 3-dimensional scene and the media data separated by said separating means on the basis of the copyright-protected data separated by said separating means;

copyright management means for executing a predetermined authenticating process for the media data copyright-protected by the copyright-protected data;

(D) media decoding means for decoding the media data separated by said separating means and an authenticated media data by said copyright management means;

(E) scene decoding means for forming copyright-protected scene data and copyright-unprotected scene data from the scene data describing the 3-dimensional scene

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separated by said separating means on the basis of the copyright-protected data separated by said separating means; and

(F) rendering means for constructing the 3-dimensional scene on the basis of the media data decoded by said media decoding means and according to the copyright-protected scene data and the copyright-unprotected scene data formed by said scene decoding means and rendering the constructed 3-dimensional scene to display on a display screen.

7. (Currently Amended) An apparatus according to claim 6, wherein said copyright-protected scene data describes a scene which is rendered after authentication by said copyright management means, and said copyright-unprotected scene data describes a scene which is rendered irrespective of the authentication.

8. (Original) An apparatus according to claim 6, further comprising instructing means for giving an instruction for an access timing in said access control means in order to adjust a timing for the rendering by said rendering means.

9. (Currently Amended) An image processing apparatus comprising:

receiving means for receiving scene data comprised of a plurality of data streams;

identifying means for identifying a data stream having copyright-protected information from the received scene data;

detecting means for detecting ~~a copyright protection node from~~ <u>an object not to be</u> <u>displayed on a basis of</u> a language describing a 3-dimensional scene;

~~identifying means for identifying a 3-dimensional object designated by the copyright~~ ~~protection node detected by said detecting means; and~~

construction means for constructing the 3-dimensional scene from a plurality of ~~3-~~ ~~dimensional~~ objects <u>and the plurality of data streams</u> on a basis of ~~an~~ <u>the</u> identification result of said identifying means ~~so~~ <u>and a detecting result of said detecting means such</u> that the constructed 3-dimensional scene does not include the ~~3-dimensional object identified by said identifying~~ ~~means~~ <u>the data stream identified by said identifying means and the object detected by said</u> <u>detecting means</u> until a predetermined authenticating process is ~~finished~~ <u>completed</u>; and

display control means for displaying the constructed 3-dimensional scene constructed by said construction means on a display screen.

10. (Original) An apparatus according to claim 9, wherein said language is a VRML.

11. (Currently Amended) An image processing method of displaying a scene including a plurality of objects, comprising:

<u>a receiving step of receiving scene data comprised of a plurality of data streams;</u>

~~(A)~~ an identifying step of identifying ~~an object~~ <u>a data stream</u> having copyright-protected information <u>from the received scene data</u> ~~among the plurality of objects~~ ~~constructing the scene on the basis of data describing the scene;~~

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(B) a construction step of constructing the scene from the plurality of objects and the plurality of data streams on the basis of an identification result in said identifying step so such that the constructed scene does not include the object data stream identified in said identifying step and a object related to the identified data stream until a predetermined authenticating process is finished completed; and

(C) a display control step of displaying the constructed scene constructed in said construction step on a display screen.

12. (Previously Presented) A method according to claim 11, further comprising a reproduction inhibiting step of inhibiting a reproduction of video/audio in the case where the object which is not included in the constructed scene constructed in said construction step is accompanied with video/audio data.

13. (Previously Presented) A method according to claim 12, further comprising a synchronizing step of, in the case where the object which is not included in the constructed scene constructed in said construction step is accompanied with the video/audio data, synchronizing the display of the object with the reproduction of the video/audio when the object becomes included in the constructed scene constructed in said construction step.

14. (Currently Amended) An image processing method of displaying a scene including a plurality of objects, comprising:

a receiving step of receiving scene data comprised of a plurality of data streams;

~~(A)~~ an identifying step of identifying ~~an object~~ a data stream having

copyright-protected information from the received scene data ~~among the plurality of objects~~

~~constructing the scene on the basis of data describing the scene~~;

~~(B)~~ a classifying step of classifying ~~the~~ an object including the data stream identified

in said identifying step in a first group and classifying the other objects in a second group;

~~(C)~~ a construction step of constructing the scene from the plurality of objects on the

basis of the groups classified in said classifying step ~~so~~ such that the constructed scene does not

include the ~~object~~ data stream having copyright-protected information that has not been

authenticated; and

~~(D)~~ a display control step of displaying the constructed scene constructed in said

construction step on a display screen.

15. (Currently Amended) A method according to claim 14, wherein in said classifying

step, the object including the data stream identified in said identifying step and video/audio data

associated with the object are classified in the first group, and the other objects and video/audio

data associated with the other objects are classified in the second group.

16. (Currently Amended) An image processing method comprising:

~~(A)~~ a receiving step of receiving ~~scene~~ data including data describing a 3-dimensional

scene, media data ~~associated with said scene data~~, and copyright-protected data;

(B) a separating step of separating the ~~scene~~ data <u>describing the 3-dimensional scene,</u> the media data and the copyright-protected data from all of the data received in said receiving step;

(C) an access control step of controlling accesses to the ~~scene~~ data <u>describing the 3-dimensional scene</u> and the media data separated in said separating step on the basis of the copyright-protected data separated in said separating step;

<u>a copyright management step of executing a predetermined authenticating process for the media data copyright-protected by the copyright-protected data;</u>

(D) a media decoding step of decoding the media data separated in said separating step <u>and authenticated in said copyright management step</u>;

(E) a scene decoding step of forming copyright-protected scene ~~data~~ and copyright-unprotected scene ~~data~~ from the ~~scene~~ data <u>describing the 3-dimensional scene</u> separated in said separating step on the basis of the copyright-protected data separated in said separating step; and

(F) a rendering step of constructing the 3-dimensional scene on the basis of the media data decoded in said media decoding step ~~and~~ <u>according to</u> the copyright-protected scene ~~data~~ and the copyright-unprotected scene ~~data~~ formed in said scene decoding step and rendering the constructed 3-dimensional scene to display on a display screen.

17. (Currently Amended) A method according to claim 16, wherein said copyright-protected scene data describes a scene which is rendered after authentication <u>in said</u>

copyright management step, and said copyright-unprotected scene data describes a scene which is rendered irrespective of the authentication.

18. (Original) A method according to claim 16, further comprising an instructing step of giving an instruction for an access timing in said access control step in order to adjust a timing for the rendering in said rendering step.

19. (Currently Amended) An image processing method comprising:

a receiving step of receiving scene data comprised of a plurality of data streams;

an identifying step of identifying a data stream having copyright-protected information from the received scene data;

(A) a detecting step of detecting ~~a copyright protection node from~~ an object not to be displayed on a basis of a language describing a 3-dimensional scene;

~~(B) an identifying step of identifying a 3-dimensional object designated by the copyright protection node detected in said detecting step; and~~

(C) a construction step of constructing the 3-dimensional scene from a plurality of ~~3-dimensional~~ objects and the plurality of data streams on a basis of ~~an~~ the identification result in said identifying step ~~so~~ and a detecting result in said detecting step such that the constructed 3-dimensional scene does not include the ~~3-dimensional object identified in said identifying step~~ the data stream identified in said identifying step and the object detected in said detecting step

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until a predetermined authenticating process is ~~finished and allowing display of 3-dimensional~~ ~~objects that are not identified as having copyright-protected information~~ completed; and

~~(D)~~ a display control step of displaying the constructed 3-dimensional scene constructed in said construction step on a display screen.

20. (Original) A method according to claim 19, wherein said language is a VRML.

21. (Currently Amended) An image processing system comprising a transmitting apparatus and a receiving apparatus, wherein.

(A) said transmitting apparatus includes transmitting means for transmitting scene data describing a 3-dimensional scene, media data associated with said scene data, and copyright-protected data, and

(B) said receiving apparatus includes:

receiving means for receiving the ~~scene~~ data including data describing the 3-dimensional scene, the media data ~~associated with said scene data~~, and the copyright-protected data which were transmitted from said transmitting apparatus;

separating means for separating the ~~scene~~ data describing the 3-dimensional scene, the media data and the copyright-protected data from all of the data received by said receiving means;

access control means for controlling accesses to the ~~scene~~ data <u>describing the 3-</u><u>dimensional scene</u> and the media data separated by said separating means on the basis of the copyright-protected data separated by said separating means;

<u>copyright management means for executing a predetermined authenticating process</u> <u>for the media data copyright-protected by the copyright-protected data;</u>

media decoding means for decoding the media data-separated by said separating means <u>and an authenticated media data by said copyright management means</u>;

scene decoding means for forming copyright-protected scene ~~data~~ and copyright-unprotected scene ~~data~~ from the ~~scene~~ data <u>describing the 3-dimensional scene</u> separated by said separating means on the basis of the copyright-protected data separated by said separating means; and

rendering means for constructing the 3-dimensional scene on the basis of the media data decoded by said media decoding means ~~and~~ <u>according to</u> the copyright-protected scene ~~data~~ and the copyright-unprotected scene ~~data~~ formed by said scene decoding means and rendering the constructed 3-dimensional scene to display on a display screen.

22. (Currently Amended) A storage medium which stores a computer program, said computer program comprising:

<u>a receiving module for receiving scene data comprised of a plurality of data streams;</u>

~~(A)~~ an identifying module for identifying ~~an object~~ <u>a data stream</u> having copyright-protected information <u>from the received scene data</u> ~~among a plurality of objects~~

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~~constructing a scene including the plurality of objects, on the basis of data describing the scene;~~ ~~and~~

(B) a construction module for constructing the scene from the plurality of objects <u>and</u> <u>the plurality of data streams</u> on the basis of an identification result of said identifying module ~~so~~ <u>such</u> that the constructed scene does not include the ~~object~~ <u>data steam</u> identified by said identifying module <u>and an object related to the identified data stream</u> until a predetermined authenticating process is finished; and

(C) a display control module for displaying the constructed scene constructed by said construction module on a display screen.